PAPERBOY™

Getting Started

What You Need

- Commodore 64™ or 128™; Atari® 520ST™, 1040ST™ or Mega™; Apple® *IIe* or *IIc* (128K minimum); Apple® IIGS (256K minimum); or IBM® PC, Tandy® family or 100% IBM compatible (256K minimum) computer
- A single disk drive
- A monitor or TV (color recommended)
- Joystick (required for Commodore and Atari, optional for Apple or IBM)
- Color Graphics Adaptor or Enhanced Graphics Adaptor (IBM PC and some compatibles only)

Loading Instructions

Commodore 64/128

Note to Fast Load Cartridge Users: This program has its own "fast load" system to minimize loading time. The presence of any type of fast load cartridge will not accelerate loading and may cause the program not to load. If you use a fast load cartridge and experience problems loading the program, turn off the computer and disk drive, remove the disk from the disk drive, remove the fast load cartridge, and then follow the instructions to load the program. With no cartridge attached, the program should load normally.

1. Before you begin, make sure the joystick is plugged into Port 2 of your computer.
2. Turn on your computer, disk drive and monitor.
3. Insert the **Paperboy** disk, label side up, into the disk drive and close the drive door or latch.
4. Type **LOAD"*", 8, 1** and press **RETURN**.
5. The game will load automatically into your computer's memory.

Atari ST

1. Before you begin, make sure the joystick is plugged onto Port 0 of your computer.
2. Turn on your monitor and disk drive.
3. Insert the **Paperboy** disk, label side up, into your disk drive.
4. Turn on your computer.
5. The game will load automatically into your computer's memory.

Apple IIe, IIc and IIGS

Note to Apple IIGS Users: You can set the game speed by going into the Control Panel and setting the speed to Normal or Fast. If you are using the IIGS specific version (on a 3.5″ disk), you will want to use the Normal speed mode. If you are using the Apple version (on a 5.25″ disk), you will want to use the Fast speed mode.

1. If you plan to use a joystick, make sure it is plugged into the proper port of your computer.
2. Insert the **Paperboy** disk, label side up, into your disk drive.
3. Turn on your monitor and your computer.
4. The game will load automatically into your computer's memory.

IBM

Loading with DOS 2.0 or higher

1. If you plan to use a joystick, make sure it is plugged into the proper port of your computer.
2. Insert the DOS disk, label side up, into Drive A and close the drive door or latch.
3. Turn on your computer and monitor.
4. Respond to the date and time prompts.
5. At the **A>** prompt, eject the DOS disk and insert the **Paperboy** disk, label side up, into the disk drive and close the drive door or latch.
6. Type **PAPERBOY** and press **ENTER**.
7. A prompt will appear giving you the opportunity to specify which type of system you are using.
8. The game will load automatically into your computer's memory.

*Installing **Paperboy** on a Hard Disk*

After you complete the procedure outlined below, **Paperboy** will run entirely from your hard disk; you will not need to use the floppy disk. The procedure will create a sub-directory on the hard disk and copy all relevant files to it. You will be asked to provide a name for that sub-directory. If you want to use an existing sub-directory, just enter the name of that sub-directory in Step 3, and ignore the message about being unable to create a directory.

NOTE: Once **Paperboy** has been copied to a hard disk, your floppy will not generate any more hard disk copies. However, you can transfer the hard disk installation capability back to your floppy disk by following the procedures given in the section entitled "Uninstalling **Paperboy** from a hard disk."

WARNING: Before you attempt either to make an archival backup of your hard disk, or to run a hard disk "optimization or defragmenting" program after having installed **Paperboy** on the hard disk, first make sure that you follow the instructions to uninstall **Paperboy**. If you don't, **Paperboy** will no longer be executable from the hard disk, and you won't be able to re-install the program. After you make the backup or run the optimization

program, follow the installation instructions given below to re-install the program on your hard disk. The instructions for hard disk installation are as follows:

1. Boot the system, if necessary, and get a **C>** prompt.
2. Insert the **Paperboy** disk, label side up, into the disk drive and close the drive door or latch.
3. Type **A:SETFIXED NAME**, where **NAME** is the name you have chosen for the new directory. The name must not be longer than eight characters. When you press **ENTER, Paperboy** will install itself on the hard disk.
4. When the installation is complete, the system must be rebooted. To reboot, press the **Ctrl, Alt** and **Del** keys simultaneously. To run **Paperboy** from the hard disk after rebooting, type **CD/NAME**, where **NAME** is the new directory name, and press **ENTER**. Then type **PAPERBOY** and press **ENTER**. After a few seconds, the program will begin to run.

*Uninstalling **Paperboy** from a Hard Disk*

1. Boot the system, if necessary, and get an **A>** prompt.
2. Insert **Paperboy** into the Drive A and close the drive door.
3. At the **A>** prompt, type **UNINSTAL** and press **ENTER**.
4. When the process is complete, **Paperboy** will no longer be executable from the hard disk. To re-install **Paperboy** on a hard disk, follow the hard disk installing instructions already given.

Playing the Game

It's early morning and the birds are singing. That familiar *"TWAP!"* could only mean one thing—the Paperboy is in town. Through sleepy eyes, you deliver newspapers to your loyal customers. While this may sound like an easy job, you'll need all your riding skills just to survive your route through the jungles of suburbia.

Score points by delivering papers to your customers (the yellow houses with paperboxes in front). Note: In the IBM version, all houses are yellow. To distinguish a subscriber's house from a non-subscriber's house, the word "SUBSCRIBER" appears on the screen as you approach a subscriber's house. Make sure you get their papers delivered or they might drop their subscriptions! Collect bonus points by breaking non-subscribers' windows (your boss pays well for such unethical behavior). Avoid obstacles such as: skateboard fiends, cars, workmen, dogs, drunkards, and inconveniently placed fences. You start off your route with 10 papers. Pick up extra bundles of papers sitting on the sidewalk and continue your route. If you have successfully delivered your papers, weave your way through the streets until you reach the practice track. Score bonus points by hitting the targets that line the course.

At the end of each day, your hard-nosed boss reviews your performance. If you did good, you get to wake up bright and early the next day and make your rounds. If you didn't make the grade, maybe there's a job for you down at the local fast-food joint.

Scoring Points

There are a lot of ways to score points. As you ride past a subscriber's house, deliver a paper by tossing it in the paperbox for 250 points. Break non-subscribers' windows by throwing papers at the windows for 100 points. Collect stacks of papers on the sidewalks for 50 points each. Throw papers at gravestones, garbage cans and birdbaths to score bonus points.

The Practice Track

After you have gone through your route, you get a chance to really show your stuff at the Practice Track and earn lots of extra points. Hurry up though, there is a countdown clock at the top of the screen which shows you how much time you have to get through the course. Toss papers at the targets. Weave in and out of obstacles. Jump up ramps to replenish your supply of papers. You don't need to complete the Practice Track in order to go on to the next day.

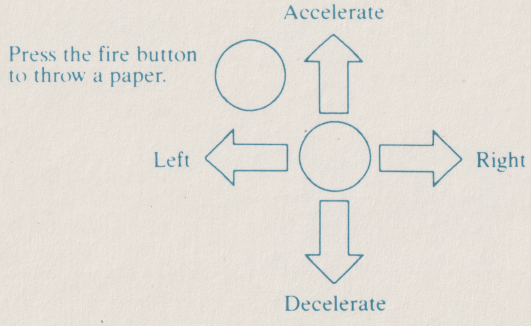
Daily Report

After you have gone through the Practice Track, the Daily Report screen will appear. If you have made a perfect delivery, you keep the subscribers you started off with and gain additional subscribers. If you didn't get a perfect delivery, you are either permitted to continue on to the next day (if you got a good number of deliveries) or you're fired. The Daily Report will show you which houses are your subscribers (yellow) and which houses are non-subscribers (grey).

Game Control

Commodore and Atari owners must use a joystick to control the game. Apple and IBM users may use either a joystick or the keyboard to control the game.

	Apple	IBM
Right	→	→ or 6
Left	←	← or 4
Accelerate	↑	↑ or 8
Decelerate	↓	↓ or 2
Toss Paper	Apple Key	5 or Spacebar



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IBM Features

IBM users also have access to an Options Menu which appears right after loading the program. The options are: *Redefining the Keyboard Commands, Viewing a Demo, Playing a Game,* and *Returning to DOS.* IBM users may define their own keyboard commands by selecting this option and typing in the desired keys. To escape from the demo, press any key and you will return to the Options Menu. To return to the Options Menu while playing a game, press **Esc**. Pause during the game by pressing the **Alt** key. Selecting *Return to DOS* will display an **A>** prompt on the screen. To toggle the sound on and off, press the **F1** key.

Apple Features

To toggle the sound on and off, press the **Control** and **Q** keys simultaneously. To pause during a game, press the **Control** and **P** keys simultaneously.

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